

EGM'S 1997 SHOW GUIDE TO



A NEWS SUPPLEMENT TO ELECTRONIC GAMING MONTHLY



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CHRISTMAS SEASON LOOKS TO BE BEST YET

Kids everywhere should be rejoicing in the title of the upcoming Christmas season.

Every game parents can expect to hear about in the next few months was shown at this year's E3 in Atlanta, Georgia. Games

called *Donkey Kong Country 2*, *Street Fighter EX Plus Alpha* from Capcom, which looks even better than the arcade version, are available for testing, and boy, did we! The game you hold in your hands, given the festive-up next month, will help your Christmas shopping when the prepared parent this year sees a glut of

(or yourself) happy

Quick-show attendees included *Temple Raider 2*, *Model Gun Sold*, *Sanjo-Kazuo's Street Fighter EX*,



with such notoriety as *Temple Raider 2*, starring everyone's favorite cyber-girl, Lara Croft. *Sanjo-Kazuo's*, *Miyamoto's* latest brainbanger with *Rare* (which looks like it could have easily been



nuisance games for more than last year. So you should start saving now to keep your kids



Rare Alpha, *Street Fighter*, *Star Wars*, *MotU*, *MMC Mythologies*, *Conker's Quest*, *Madcat's* *Big Bad*, *Samurai & Robin*, to name a mere fraction of the cockpit.

So gear up, get those consoles fired up, and prepare for the best Christmas gaming has ever seen!

TOURNAMENTS OF CHAMPIONS

One of the most exciting aspects of E3 each year is the various gaming competitions that take place amongst members of the press. This year the competition was hotter than ever.

First up was Nintendo's *Star Fox 64* competition that took place on the first day of the show. Stratos people from various game magazines went head-to-head in *Star Fox 64's* four-player Battle Mode, with the winner coming away with a gold N64 controller signed by



Stratos Smith takes on his opponent in *Tekken 3*.

Mr. Miyamoto and Mr. Inamatsu (the game's Producer and Art Director). The winner then got to play against Miyamoto himself!

On day two, Capcom held a *Street Fighter III* arcade tournament with more than twenty participants fighting for a special trophy. The only catch? The winner has to bring the trophy back next year and defend it against a new set of challengers!

Finally, Namco held a special *Tekken 3* arcade tournament with over forty eager participants. While only one man came away with the prize (a 27" Sony TV), everyone was a winner; all of the fighters walked away with *Tekken 3* t-shirts and sleek metallic-coated *Tekken 3* personal organizers.

Check back next month for the list of winners.



This summer, **EGM**
& **EGM** have three
afly mags available
for a limited time only
on newsstands!

Welcome to the Future of
GAMING

1 Get your hands on EGM's new look on the hottest fighting games released in the past year, including killer new titles like Street Fighter III: New Generation, Tekken 3 and Virtua Fighter 3! You'll be the one coming out the fresh info after you delve into our exclusive training sessions for your favorite fighters.

2 Tired of helplessly watching the other team make all the big plays? Want to know which sports games you should even bother playing? EGM's guide will satisfy all of your sports gaming needs with comprehensive strategies, interviews, in-depth previews and a tantalizing review lineup of the hottest sports games.

3 Craving for more info on the hottest video game system ever released? If so, EGM's new N64 guide is for you! Everything you've ever wanted to know about the N64 is right here, with reviews of every N64 game available, previews of over 30 hot new games, a huge tip and tricks section, and best of all—strategy guides for all of your favorite games, including the new one Star Fox 64!



Don't delay,
get yours today!



Readers can find all the EGM's, located at:
E-mag, Warman, Hazzards Boutique, Nejo's, Waterbooks, Borders,
Owen Books, Barnes & Noble or visit your favorite magazine retailer



Sony's huge area at E³ was almost like a giant cat maze.

WHERE AM I?

Sony had a pretty impressive booth, it was easily one of the best looking ones at E³. But it was as easy to get lost as (and see everything) as it is to find a parking spot in downtown Manhattan.

We were constantly being asked to turn around and take another route, and we were never sure if we caught every game in the area. Hopefully, Sony will set up next year's area better. —Dan Hau

THIRD-PARTY PARTIES

Hardware companies (in Nintendo, Sony, but not Sega this year) aren't the only ones to throw a good party. This year, GT Interactive, Eidos Interactive, THQ, Activision and a few others threw huge parties to draw attention to themselves (and to their products, naturally).

Before E³ even started, GT Interactive threw a cocktail party to entertain their guests.

After the first day of E³ was over, Ziff Davis put together a humongous happy hour party, complete with several food stations and famous lounge singer (well, as famous as lounge singers can be) Bud E. Lewis. So many people in the gaming business crowded in Ziff's party, that the EBM editors had to sit outside in order to have a quiet drink.

But the fun didn't stop there. Activision held a party/presentation conference at Planet Hollywood Atlanta. Bruce Willis and Fox, the two stars of *Agent X* for the PlayStation, took to the stage to show off their singing talents.

And for the late night crowd, Eidos Interactive treated us all with a great party complete with half-naked male and female models. But it was Luscious Jackson who stole the spotlight when they came onto the stage and rocked the house.

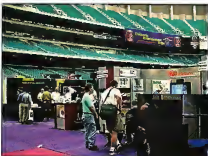
Rounding out the third-party party scene was THQ. They threw a happy hour party for us all. We ate and ate and ate and watched WCW (and those sportsworld MWG) wrestlers take to the squared circle in all of their grappling prowess. —Dan Hau



WOW our naked eyes we saw Luscious Jackson at Eidos' party.



THQ held an actual WCW event inside the CNN building.



E³ MADNESS!



EVERYTHING MUST GO!

NINTENDO ADDRESSES SOFTWARE QUESTIONS

by Kevin Kijawa

In what has become a mainstay of E3, Nintendo of America president Howard Lincoln headed up Nintendo's E3 press conference. The conference highlighted their future software line-up (that will come to fruition this holiday season) and Nintendo's successful partnership with developer Rare.

Announced for the first time was Rare's "Banjo and Kazooie" (which will be released on the week before Thanksgiving) and "Donkey Kong Quest," two character-driven titles that feature 3-D gameplay reminiscent of Super Mario 64.

In a step made to ease high software costs, Nintendo announced that third-party software royalties will be lowered immediately. Specific amounts were not disclosed, but they were labeled as substantial. These cost-reductions should be greeted with enthusiasm, bringing the

MSRP of third-party games down to as low as \$69.99.

Closing the door to the 16-bit era was

Nintendo's admission that their 16-bit software development was nearly finished because the company would rather have their production teams focus on 64-bit software.

Peter Main, executive vice-president of sales and marketing at Nintendo, chimed in with easy forecasts and news concerning the industry and Nintendo.

Overall, the 1997 U.S. video game industry showed a robust growth of 55 percent, and that Nintendo's sales were up 100 percent.

Also opening eyes was Nintendo's marketing budget, which was allocated at \$200 million.

News on the Nintendo Game Boy Advance, a new 32-bit unit dubbed "Game Boy Advance," was scarce. The device was not shown, as Lincoln stated that there wasn't enough quality software to demonstrate the unit's capabilities. Lincoln did, however, reaf-



NINTENDO 64



firm that the unit would be officially announced at

Nintendo's Famcom Space World show this Thanksgiving and it would begin selling in Japan in March 1998, and in the U.S. during Spring '98. Also confirmed (for the first time) was that the device would include an unspecified type of modem.

BEAUTY & THE BLACKBELT



Model Namiko has been personally posing their parts in Miyuki's booth, who stars in the MK films and games along with actress and model Karolyn. Peter Shou, the drag-acting dynamo who plays Liu Kang in the MK films, was on hand to tell EMMO what to expect from Miyuki Namiko: Annihilation.

"Startin' Shou said, 'Expect three times more of everything' will be intense." The movie demanded so many stunts of the actor, in fact, that he broke his collar bone during filming.

Also talking the booth was Miyuki's most delectable actress Ken Hoakine, best known for portraying Sonya Blade in the MK games. She looked as easy as ever in her skin-tight garb, so we were especially surprised when she told us she's pregnant with twins. "The wearing a maternity-style costume's awful," Hoakine said. EMMO suspects her twins will be identical pairs of boys of each other.

—Casper Sawyer



Ultimate Street Fighter
A winning, powerful action game that's a little bit like a little bit like Street Fighter.



Mortal Kombat: Deadly Alliance
The first 3D Mortal Kombat game to feature a new character and a new story.



Super Smash Bros.
A 3D action game that's a little bit like a little bit like Super Mario Bros.



The Legend of Zelda: The Wind Waker
The first 3D Zelda game to feature a new character and a new story.



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Wild in the West

Review
This action-sporting game will probably be the first Western-themed game for the box.

Winx

Review
This game SPD wraps for its money as the best-looking fighting game ever.

Worm-Busters

Review
One of the dumbest, fun, fun games released, Worm-Busters has some fantastic characters.

Super Gun 500

Review
Despite looking innocuous, it's what you'll see the biggest physical surprise of this show.

Tri-Axis

Review
Amazingly, Tri-Axis managed to avoid a bad 4th round for the best big studio game.

Zone 66

Zone 66
This may possibly be the best 3D game released in the USA. And it's not even the best!

Brave Wars Series

Review
Amazing in its genre, this was game for the first time of the Brave Wars.

W3: Hyper-Real

Review
This is the best game for the PC, and it's not the only one.

Fire Hawk

Review
This is the best game for the PC, and it's not the only one.

Gun Game III: 64

Review
The best 3D game for the PC, and it's not the only one.

Yin-Yang 64

Review
The best 3D game for the PC, and it's not the only one.

W3: Hyper-Real

W3: Hyper-Real
This will be the best-selling game for the PC, and it's not the only one.

Armageddon

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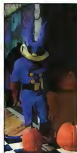
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WILL SEGA'S 32-BIT SYSTEM SURVIVE?

by Ed Semrad

Sega has often been criticized for the non-appearance of Sonic the Hedgehog on the Saturn. At this year's C7 show in Atlanta, all that changed: Sega showed not one, but two Sonic games for their 32-bit system. The first title was Sonic 3D, a complete disc version.

Includes Sonic 1, 2, 3 and Sonic and Knuckles from the Genesis. Also on the CD is Sonic World, a free-roaming, 3-D sub-level. Through Sonic World, players can access 30 CD versions of Sonic, a Sonic Theater and a collection of various bonus videos.

Sega also introduced Sonic R, an all-new 3D racing game where characters from the Sonic universe.

In addition, Sega unveiled their new "Five Star Games Policy." All future games on the Saturn must now be cleared through Sega's review panel before release. If

at any point in development a game doesn't meet the Five Star Games Policy criteria by falling below a score of 90, the game will not be released.



Capcom brings its smash hit Resident Evil to the Sega Saturn

NEXT-GEN CONSOLES MIA



One of the biggest disappointments of the show was the non-appearance of several rumored systems.

First on the list is Nintendo 64DD. At a press conference before the show, Nintendo announced the 64DD would not be shown but would appear at the Panasonic Space World in Japan this November.

Next, the rumored Sony Type-C upgrade is now said to make an appearance at the Fall Tokyo Game Show.

As for the MSX, King (the President of Alps) said the development of Dor for the MSX has been put on "indefinite hold" until Matsushita reveals plans for their 32-bit system. Last, but not least, we hear Sega's 64-bit Dual.

Around the show floor, rumors were flying that Sega would show 3 games for the Dual, but maybe Sega felt the system should debut in Japan. Whatever happens, the Fall C78 show should reveal more of the video game hardware saga.

SEGA SATURN



SEGA SATURN
A strategy game based on the world of Ninja Gaiden. The Gaiden (and its sequel) are the best game to date.



Rise
This is the sequel to the first platform game called Rise. It's a new game.



Cruelty
A futuristic action sports game where you must drive around the city in a car.



Real Demons
Control three different kinds in this action title using the 3D controller.



THE PIN BALL
The classic pin ball machine game on the Saturn. A great game.



CARNAGE
The latest installment in the game series. It's a new game.



CARNAGE
The latest installment in the game series. It's a new game.



MEGA MAN 2
The latest in the Mega Man series. It's a new game.



CARNAGE
The latest installment in the game series. It's a new game.



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Runes of Magic

Runes of Magic
 Runes of Magic is a free-to-play MMORPG that's been around since 2008. It's a fantasy game with a focus on PvP and PvE.



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HMMMM... OK.

WHOA! STAR WINGS!

YES, WE WERE THERE TOO.

Here are the guys who put this guide together (in no particular order): Ken Williams, Mike Willis, Dan Hsu, Justin A, Oregon Boyer, Steven Smith, John Piccard, William Marquardt, King Kuylen, Kelly Pickens, Ed Semrad, Michael Semrad, Joe Funk and Mike Conner. And a special thanks to everyone at Ziff-Davis, Inc., The Franchise, Essential Networks (Dan Brandt) and PMA Dances/Boy Printing who arranged for our equipment and made special provisions to make this happen on such a tight schedule.

SONY'S SYSTEM THRIVES

by Graeme Boyer

OK, PlayStation gamers, you can really start getting excited now. We saw a tidal wave of new titles for your system at E³—so many, in fact, that it was nearly impossible to find a spot on the entire show floor where you couldn't see a PlayStation game lighting up display screens.

Let's look no farther than Sony's booth, which had Nintendo for taking up the most square footage at the show. Their exhibit was a swirling, tinkling, smoke-filled sea of lounge areas, cars (which housed playable Crash 2 demos), and platforms. Here we saw the big-name first- and third-party titles, of course, such as *Blotto*, *Star Wars Masters of the Nine*, *Final Fantasy 7* and *GameDay '98*. But we also spotted dozens of potential sleeper hits too, including

Radco Interactive's polygonal reworking of the arcade classic *Frigger*, Pegibros' smooth-as-silk space shooter *Cosmic Wars* and Sony's Japanese puzzle game *Intelligent Cube*. And let's not forget *Helicopter* the *PlayStation*, arguably one of the show's most innovative titles.

Best of all, what we saw represented the third generation of PlayStation titles. One look at games like the *Crash Bandicoot* and *Twins* finds us really shows how much development have learned about the system—and how powerful the PlayStation really is.

All good news, right? But there

is one catch—you'll see more awesome PlayStation titles in the stores over the next six months than you could ever hope to play. Four babies.



THAT'S ONE COLD ROCKET



Remember the E-1000 in *Blotto* or *Star Wars Masters 2*? Well,

on the first day of the show at the Sony booth, any show-goer could relax that experience if he/she walked in little too close to the *Blotto* Rocket.

As the giant prop made a lot of noise and sprayed out liquid nitrogen, things got a little icy and it looked as if it was malfunctioning. This was confirmed when the *Frigger*, dangerous loud seemed taking out of the bottom, spilling onto the display below. Anybody who walked by could've been splashed if they ventured too close while checking out a nearby game. On the second day however, Sony obviously fixed the display (because there was mist to go liquid to be seen and the smoke that once billowed from only slowly pulled out.

—Stanley Smith



Assault on the Dome
Assault on the Dome is a first-person shooter game that takes place in a futuristic setting.



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Carve Star**Star**

Take up the role and start take this comic book in this different game from last.

Crash Bandicoot**Crash**

This popular video makes it to the console in this great fighting game from Sony.

Marvel Super Hero**Crash**

With more fun with your favorite Super-Heroes, straight from the console.

Crash Bandicoot: The Great Escape**Crash USA**

See what the programmer did to make you in the fall, most wanted of U.S.

Crash vs. Doctor Doom**Crash USA**

Crash will take you from one to the other, together in this best and worst fighting game.

Crash vs. Doctor Doom**Crash vs. Doctor Doom**

This game makes it to the PC game download page in this action title on the PC.

Crash Team**Crash**

Crash team has to meet in this great fighting game from Sony.

Crash Team**Crash Team**

A little like the previous that takes place in large worlds and with a different.

Crash Team**Crash Team**

This fully updated version of Crash Team is a PlayStation exclusive title.

Crash Team**Crash Team**

The original shows off great graphics and a lot of new worlds and characters.

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GT ACQUIRES SINGLETRAC

Major PlayStation news was unveiled at the show before the show began, when GT Interactive announced during their pre-show party that they recently purchased one-time Sony second-party developer SingleTrac.

Earlier in the year, SingleTrac announced it was moving from Sony's umbrella and becoming its own publisher. With that move, SingleTrac began showing interest in developing titles for other platforms, including the PC and more recently the Nintendo 64. GT's purchase, can only strengthen SingleTrac's financial muscle when it comes to developing for other, non-Sony platforms.

SingleTrac's first GT published title is Critical Decis.

—Crispin Boyer

THE 'REAL' LARA CROFT

Not only did Eidos unveil a playable version of Tomb Raider 2, they also unveiled a flesh-and-blood version of the game's alter-ego star. Played to superbly perfection by British model Helena Milroy, Eidos' real-life Lara started through the beach, perched atop the seat of a pole-blue Harley and signed autographs for her legion of fans.

And if the accompanying pic isn't enough to convince you that Milroy is the real deal, then trust us: She had the accent, the attitude and—best of all—the body of Eidos' angel.

—Crispin Boyer

COMPANY MASCOTS IN FULL FORCE



Requires the biggest like Crash, Memo and Cortex, this year's 25 gave us a look at plenty of other company mascots. For example, near the Sony booth, members of the press and other subscribers who fancy themselves M.G.'s couldn't help but pick up a mac, well, at least a controller, and frantically wail through the Ratchet.

Another wandering mascot was Jersey Devil, who has upcoming PlayStation title, except we caught a glimpse of him wearing boxing gloves, instead of the Malibon beach instead of entertaining floor-walkers.

Others included the Haggle (based from Rangoon World), Liza Co., some of the console from Resident Evil (featuring graphics and art) and an IBM-inspired laptop, among others. It's nice to see all of that years characters getting together to promote their respective products and their parts of their company?

Also, yes, all of us in EGM will be see some champs.

—Shawn Smith

HEY, IT'SA ME, CRASHIO...



Last year it was Mario whose wacky antics kept show-goers laughing (or making pretty damned annoyed). This year however, Sony followed suit with a raucous, clipped Crash complete with his Australian accent (Mario had an Italian one). He spoke about the game, but mostly game jokes to pleasure.

—Shawn Smith

Area



Game

Area, the first new mascot, and you can control them from a full 3D environment.

Area 25



Game

Using an improved 3D engine, Area 25 is the first time we've seen a full 3D environment.

Area 25



Game

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Brave Lotus



Issue

An explosive puzzle game that allows you to rethink how much you want to think.

PTD 1



Issue

How might these things react to each other? It's a question that's never been asked.

Meta One Soul



Issue

A 2D hit update to the original Meta One, it looks like a 2D shooter that's new.

Just One More of This One



Issue

How much like this character from the past will you be able to do in this new game?

Wish



Issue

How much like this character from the past will you be able to do in this new game?

San Francisco State



Issue

It's based on the same player model as that of the original, except with a few tweaks.

Power Gear



Issue

A PlayStation 2 game very similar to the original game "Power Gear".

Super Mario Bros. 2



Issue

Super Mario's quirky second game is back with more than 100 levels and better graphics.

Super Mario Bros. 2



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Issue

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Yamato



Issue

An RPG set in a world where you can be as much a hero as you can be a villain.

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Major Blast



Issue

The same old, it looks like the "Major Blast" game is all the rage this year.

Major Blast



Issue

Major Blast's sequel is a sequel that's not a sequel.

Major Blast



Issue

Major Blast's sequel is a sequel that's not a sequel.

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THEY CALL HIM BRUCE



It's word Hollywood in a big way: the first night of the show, when Activision held a press conference featuring action magazine Bruce Willis and rock singer Peter Onorati. The two stars will appear—courtesy of cyberstreaming and motion-capturing—in Activision's shooter *Apocalypse*, due this fall. Willis plays your virtual partner, while Onorati plays the evil villain Raguus. Here's some of Willis and Peter's more notable responses to the press' questions.

Press: Why did you do the game?

Bruce Willis: Well, for a lot of reasons. It's a game. I think I do play a lot of computer games and PlayStation games. I got involved in this game because it involves a lot of behind-the-scenes cutting-edge technology that actually didn't exist until a year and a half ago.

Press: How did this experience compare to acting? Was it more challenging than acting?

Willis: No, not really. I mean acting isn't really that difficult. It's really just lying well and I've been practicing that most of my adult life. Thanks for pointing that out (grins).

Press: What do you think of real-time in a future stage for acting?

Willis: Well, I think it's probably going to replace real actors. Eventually they're going to have the technology to capture the young actors at about the age of 22 and within that actor becomes 28 years old, he can still play someone 25 years old. And I hope I get on the cutting edge of that technology as well, before I get too (suspiciously) old (audience laughs).

How does *Apocalypse* compare to *Die Hard* Trilogy?

Willis: I think the body count's a little higher in this one than in *Die Hard* Trilogy.



Game: *Die Hard*
This was Bruce's special game to play this week-end event, but it's worth it.



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Sea Lion**Sea Lion Rev**

A 2-D tank game featuring different environments, multiple weapons and real men.

Snake**Snake II**

Set in early development, this action/adventure game looks like to go to gold in winter.

Star**Star II**

From the developers of "Star Wars" comes an action game with a new twist.

Star in Love**Star**

From the developers of "Star Wars" comes an action game with a new twist.

Super Snake**Snake**

Snake returns, disguised and now with 3D graphics. It's like a real one (Satanic).

Super Snake**Snake**

Now armed to fight game worthy of the Super Snake. Available in 3D.

Star in Love**Star**

From a variety of places through looking changes. This one would be a change (S).

Star in Love**Star**

From the creators of "Star Wars" comes an action game with a new twist.

Star in Love**Star**

A 2-D action game featuring different environments, multiple weapons and real men.

Star**Star**

Star's debut entry into the fighting game genre is a 2-D one (Satanic).

Star in Love**Star**

The sequel to "Star Wars" is the "Star Wars" franchise. The one system began to play (Satanic).

Star in Love**Star in Love**

The sequel to "Star Wars" is the "Star Wars" franchise. The one system began to play (Satanic).

BRUCE, PART 2

Press: Ron, is there any of your music in the game?
Ron: Yeah, there are probably going to be a couple of songs and I may do some collaborating with the guy that's scoring the game. You can hear some material for you, absolutely.

Press: On Willy's. Are you going to be doing a sequel to the Apocalypse?
Ron: I already intend to do a sequel to it.

Press: What do you say to sticky players who let your character die?
Ron: (Laughs) That's a good question. Well, fortunately, if you fail, you can press start and try again.

—Crispin Boyer



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